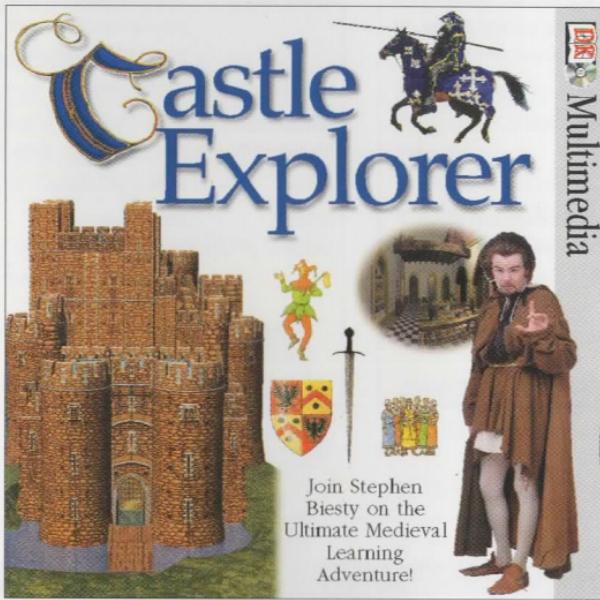


Ideas and Activities for Parents and Teachers



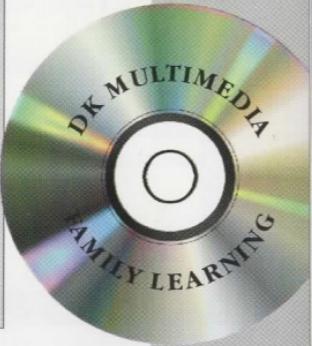
Multimedia



The cover of the 'Castle Explorer' CD-ROM. It features a large, ornate castle on the left, the title 'Castle Explorer' in a stylized blue font with a gold border in the center, and a knight on a horse in the upper right. Below the title are several illustrations: a green frog-like creature, a sword, a heraldic shield, and a coat of arms. At the bottom, there is a portrait of a man in medieval clothing and the text 'Join Stephen Biesty on the Ultimate Medieval Learning Adventure!'

DK Multimedia

Join Stephen Biesty on the
Ultimate Medieval
Learning Adventure!



MINIMUM SYSTEM REQUIREMENTS
WINDOWS®

Operating System	Windows® 3.1x/95
CPU	486DX/33MHz
RAM	12Mb
Screen display	640 x 480 pixels 256 colours (16 bit colours preferred)
CD-ROM speed	double-speed
Available space on hard drive	11Mb
Audio	8-bit sound card *
Other	loudspeakers or headphones, mouse.

MINIMUM SYSTEM REQUIREMENTS
MACINTOSH®

Operating System	System 7.0+
CPU	68LC040 25MHz
RAM	12Mb
Screen display	640 x 480 pixels 256 colours (thousands of colours preferred)
CD-ROM speed	double-speed
Available space on hard drive	4Mb
Audio	8-bit
Other	loudspeakers or headphones, mouse.

* This will not run without a sound card

Loading your CD-ROM

USING YOUR MAC

1. Insert the disc in the CD-ROM drive.
2. You can run the title directly from the CD-ROM simply by double-clicking on the *Castle Explorer* alias icon.
3. For improved performance, you can install certain files onto your hard disk. To do this, drag the *Castle Explorer* folder to your hard disk. Open the folder and double click on the *Castle Explorer* icon.
4. If you experience any problems, double-click the *Read Me* icon.

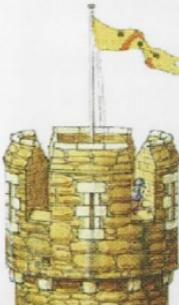


USING YOUR PC

1. Insert the disc in the CD-ROM drive.
2. Windows® 95 users: the Setup program should start automatically. If it does, skip to step 5. If it does not, press **Ctrl + Esc**, then **R**, and skip to step 4.
3. Other users: open the Windows® Program Manager, and choose **Run** from the **File** menu.
4. In the Command Line box, type **d:\setup** (where **d** is the letter of your CD-ROM drive), then click **OK** or press **ENTER**.
5. Follow the instructions on your screen.
6. The Setup program creates a program icon in a DK Multimedia program group.
7. Double-click the icon to start the program.
8. If you experience any problems, double-click the *Read Me* icon.

Castle Explorer CD-ROM

Castle Explorer CD-ROM combines an exciting and challenging computer spy game with an in-depth information source. The pop-up information is supplemented by more detailed text in the chained library, thus satisfying educational criteria without sacrificing play value. In carrying out your mission, you have to explore the whole CD-ROM and answer specific questions as well as immerse yourself in particular aspects of castle life.



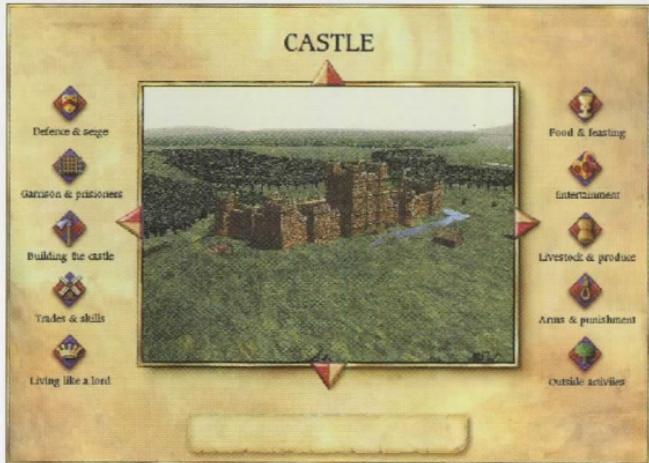
This booklet describes the routes into the CD-ROM, explores its many facilities, and suggests further activities to help users to get the most educational value (and pleasure!) from it.

HOW TO GET STARTED

Once *Castle Explorer* is installed on your computer, click on the *Castle Explorer* picon to launch the introductory sequence.



CASTLE



CASTLE GUIDE

The introductory narration explains how to enter the castle and how to play the spy game. After this opening sequence, you will find yourself looking at the castle guide.

Rotate the castle by using the arrows or roll the cursor over the castle and each of the 10 cross-sections will be highlighted and named. Click on the one you want to visit or, if you want to play the spy game, click on the small hut outside the castle walls.

The picons down each side of the castle denote the following subjects: defence & siege, garrison & prisoners; building the

- Defense & siege
- Garrison & prisoners
- Building the castle
- Trades & skills
- Living like a lord

- Food & feasting
- Entertainment
- Livestock & produce
- Arms & punishment
- Outside activities

castle; trades & skills; living like a lord; food & feasting; entertainment; livestock & produce; arms & punishment; and outdoor activities. Clicking on a picon will take you directly to the relevant cross-section.

TEN SCROLLING CROSS-SECTIONS

These are: the Gatehouse, Garrison Quarters, Lower Bailey, Craft Workshops, Luxury Quarters,

Banqueting Rooms, Middle Bailey, Upper Bailey, Town Gate, and Castle Surrounds. A click on the magnifying glass will allow you to zoom in to your area of interest. Then watch out for the following cursors:



A flat hand will allow you to drag away sections of roof or dissolve away walls to reveal the rooms behind.



A pointing hand will call up a pop-up information screen.



A minus magnifying glass will take you back to the base screen.

CROSSBOW

The crossbow was so powerful and fearful a weapon that the Church outlawed it in 1139. Armies, however, took no notice of the ban.



Warfare

GLOSSARY

Click on red words on the information screens to call up a glossary definition.



POP-UP INFORMATION SCREENS

Pop-ups have specific information about particular parts of a screen. Click on a book picon to go directly to related information on that subject in the chained library.

NAVIGATION BAR



Options

Click on this for printing and sound facilities.



Castle guide

This calls up the whole castle from which you can select any of the 10 cross-sections.



Library

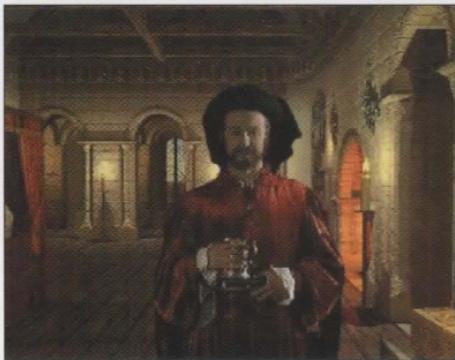
The six books in the chained library cover the following subject areas: warfare, health, food, crime, trades, and society.



Trail

Click on this to call up a list of the last 10 screens you have visited. Click on any screen in the list to return to it.





3D ROOMS

There are four 3D rooms - the armoury, the kitchen, the solar, and the alchemist's room. These are specially created three-dimensional rooms, where you can interact with the objects and find out information from a "live" character, e.g., the alchemist.

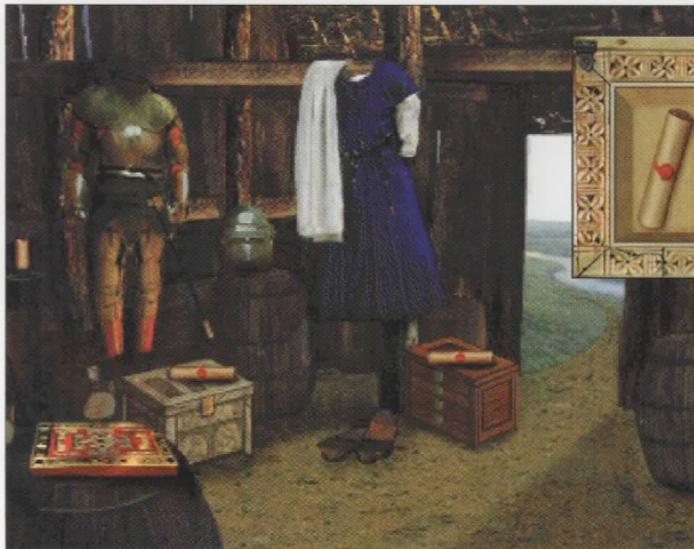
HOW TO PLAY THE SPY GAME

To play the spy game, click on the spy hut on the castle guide screen. On entering the hut, a narration explains your mission. You are to be a spy for the king who is troubled by the activities of the baron. The king



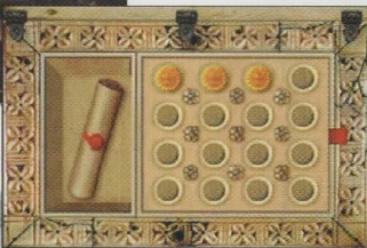
wants you to answer questions about castle life and to find the five pieces of castle map that will lead you to a secret tunnel...





SPY HUT

Here you must disguise yourself as a knight or a maid. Click on the book for written details of your mission and to research the background of the life and customary behaviour of a knight or maid. The castle's inhabitants may question you and if you give yourself away with a foolish answer, you will be thrown into the dungeon. However, you may be able to bribe your way out... Now click on the door to start your adventure.



SPY CHEST

The chest holds the spy questionnaire and anything else you find, such as coins (you may need these to bribe your way out of the dungeon), items for

entry to the 3D rooms (if you choose to be a maid), and map pieces. One map piece is hidden in each of the four 3D rooms. The fifth map piece is given to you once you have completed the spy questionnaire.

The spy game may be played over and over again. The following elements differ for each game: the questions, the positions of the map pieces in the 3D rooms and the positions of the hidden coins.

Getting the most out of your CD-ROM at home and at school



The following are ideas for reinforcing and extending children's learning using *Castle Explorer* CD-ROM. Most of the suggestions are equally valid for one child (or family) at home or for an individual student (or group) at school.

History and English Castle Explorer CD-ROM enables students to experience a piece of history in great detail. Through exploring the castle and meeting people, children can build an idea of domestic and social life, as well as the military aspects of castle life. Schools' curricula

require children to develop their research skills and include the use of CD-ROMs. The following activities offer ideas for research and different ways of presenting findings. We hope they will be useful for students who have limited access to a computer and to children who want or need a particular focus.



THEN AND NOW

Using *Castle Explorer* CD-ROM, children can travel back 500 years and compare their life with a child or young adult in the 14th century. They might like to consider differences in food, clothes, tools and equipment. In which era would they prefer to live and why? Children could start this activity by listing everything they do in a normal day and then referring to the CD-ROM to make comparisons.



TASK MASTER

Ask children to make a list of castle duties. How long a list can each child make in, say, 10 minutes? What are the people who do the jobs called (e.g., the person who looks after the sick and wounded)? Are there more men than women in the castle and if so, why?

MIME TIME

This is a game for a group or class of school students or a family and friends. One player chooses a castle duty and mimes an important or obvious part of it. The other players take it in turns to ask questions about the job. The mime artist can only answer "yes" or "no" and will answer no more than 20 questions. If she or he cannot answer a question, the other players get an extra question. The person who guesses correctly then has a turn at miming.



SPORTS

Which sports of the 14th century would you like to play and which would you prefer to watch, and why? Children could make a taped commentary of a 14th-century sporting event for a radio programme.





WAR

If the castle were under attack, it would be defended in various ways. Ask children to find out the roles of different soldiers.

Which role would they like and why? Which role would they dislike and why? Children could write and perform and possibly video an imaginary TV interview in which a war correspondent questions a castle soldier about his experiences during a battle.

OUTSIDE THE CASTLE WALLS

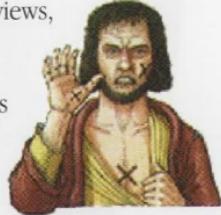
Although *Castle Explorer* CD-ROM stands on its own, as children become more conversant with the layout and the life of the castle,



they will develop a curiosity about what lies outside its walls. Their understanding of castle life will be greater if it is set in a wider context. Children can use the books in the chained library, but also go to other reference sources to find out about the following: *Kings and Queens, Wars, Explorations, Feudal system, Religion, Family life, Transport and Farming*.

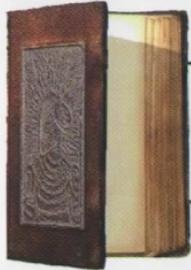
TIME TRAVELLER

Imagine you are a media baron of the 21st century with the technology to send your journalists back in time to the castle of Baron Mortimer. They are to return with tape-recorded interviews with castle dwellers on the following subjects: *14th-century feasting, State-of-the-art weapons in the 14th century, My favourite room* (by a lady of the castle), *Ten days in hell* (by a prisoner in the castle dungeon), or material and interviews for a radio programme entitled, *A day in a 14th-century castle*. Using the material from their interviews, the "journalists" could each draft and edit an article. The final products could then be displayed with the original tapes.



LETTER WRITING

Ask children who have played the spy game and dressed up as a knight or maid to imagine writing a letter to their family from inside the castle. They have to describe what it is like to wear a disguise, the jobs they have to do, funny things that have happened to them, and any narrow escapes they have had.



ILLUMINATED BOOKS

When children have researched a particular area, they may want to present their work in illuminated letters and appropriate script. They could

study different scripts by going to the library and referring to books on calligraphy.



DRAMA

Children could write and perform or improvise scenes from castle life. They could imagine, for instance, that an important knight is about to visit the castle, and a banquet has to be prepared. A new maid is acting suspiciously.... Children can improvise and make their own costumes and artefacts, and will enjoy mimicking the language of the various characters. The drama could be staged either as improvisation exercises in which students explore characters and their qualities, or as a full-scale performance. Alternatively, they could use print-outs of rooms and people to create puppet theatre backdrops and characters. In this way they will be covering aspects of the Design and Technology curriculum (see page 13) as well as the language aspects.





Design and technology *The 14th-century castle featured in Castle Explorer CD-ROM was modelled on Chepstow Castle on the Welsh/English border and Chinon Castle in France.*

Castles vary depending on the site on which they were built, their purpose, and the size of the budget. Children may enjoy designing castles under different constraints, e.g., a castle on a hillside to house a village in case of invasion, or a castle by a lake to be strongly fortified against attack from the water.

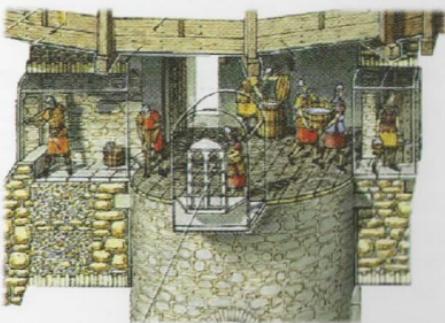
BOARD GAME

Children can get a great deal of pleasure and satisfaction from devising and making their own board games. Encourage them to include bonus and penalty cards, reflecting the positive and negative aspects of castle

life that they have discovered. As well as thinking about setting questions, bonuses and penalties and the general game design, children will have to make the game clear, attractive and durable, so fulfilling the requirements for a design and technology project.

“SPY EYES”

This version of the Kim’s game can help to develop an eye for detail and memory strategies. The players examine a castle cross-section for three minutes. They then write down between 10 and 20 things they see in the cross-section. After play finishes, they go back to the screen and go through their lists, scoring one point for anything that other players have also written down and two points for an original observation.



OTHER REFERENCE MATERIALS FROM DORLING KINDERSLEY

The Ultimate Spy Book H. Keith Melton

Stephen Biesty's Cross-sections: Castle

The Dorling Kindersley History of the World

Plantagenet Somerset Fry

Kings & Queens Plantagenet Somerset Fry

How Children Lived

Hide & Seek in History

History: the really interesting bits

In the Beginning... Brian Delf and Richard Platt

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DK Illustrated Factopedia

Picturepedia

People in the Past

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See back cover





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Castle Explorer
CD-ROM is an
interactive
adventure
based on the
illustrations used in
Stephen Biesty's book,
Cross-Sections: Castle. By
playing the spy game,
exploring the castle and
meeting its inhabitants,
children will learn about
domestic and social life
as well as military life in a
medieval castle. They will
have lots of fun choosing
a medieval disguise and
attempting to pass
themselves off
convincingly as castle
inhabitants...



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- CD-ROM Eyewitness Virtual Reality: Dinosaur Hunter
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- CD-ROM The Ultimate Human Body 2.0
- CD-ROM Eyewitness Encyclopedia of Science 2.0
- CD-ROM Eyewitness Virtual Reality: Earth Quest
- CD-ROM Eyewitness Encyclopedia of Nature 2.0
- CD-ROM Amazing Animals
- CD-ROM The Jolly Post Office
- CD-ROM My First Maths Adventure 1 and 2
- CD-ROM Eyewitness Children's Encyclopedia
- CD-ROM I Love Maths
- CD-ROM I Love Spelling
- CD-ROM My First Bible Stories
- CD-ROM My Amazing Human Body
- CD-ROM The Jolly Postman's Party
- CD-ROM Chronicle Encyclopedia of History
- CD-ROM My First Incredible, Amazing Dictionary 2.0
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